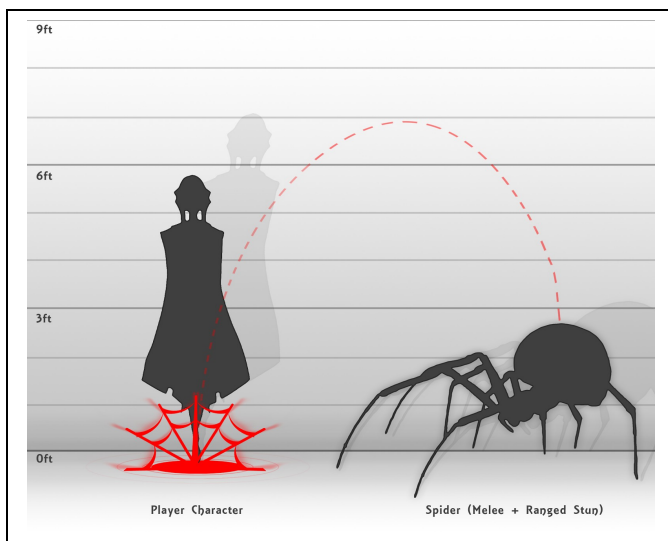## General Description

Enemy type – simple. Spider uses Base Attack for melee fighting; also he uses the "Web Launch" skill for ranged attacks and for ranged debuffing as well.

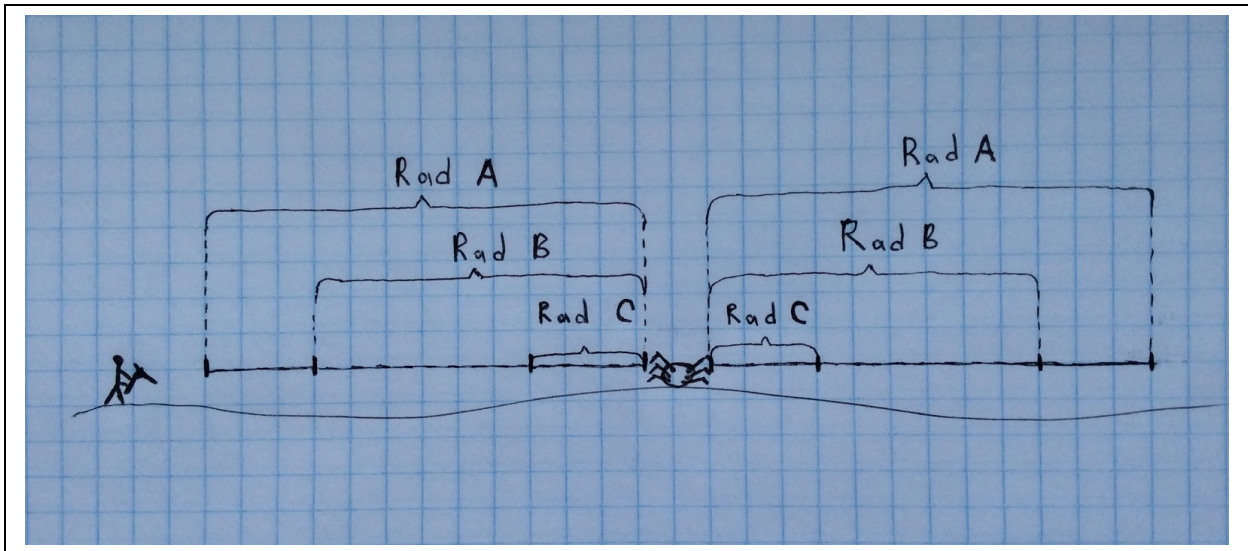"Web Launch" comes as an arc projectile so a player can see the projectile in good time and evade effectively using the rolling function. (Blocking can't save from the "Web Launch's" debuff). However Spider's Base Attack is weak, therefore if a player has evaded the projectile successfully and then has come close to the Spider it will not be a big deal to kill the enemy.

Behavior

A certain distance to a player's position affects Spider's behavior. Spider behaves differently depending on which Radius a player is situated in.

Radius A - aggro radius; **Radius B** - the radius of the "Web Launch" skill usage; **Radius C** - the Base Attack radius.
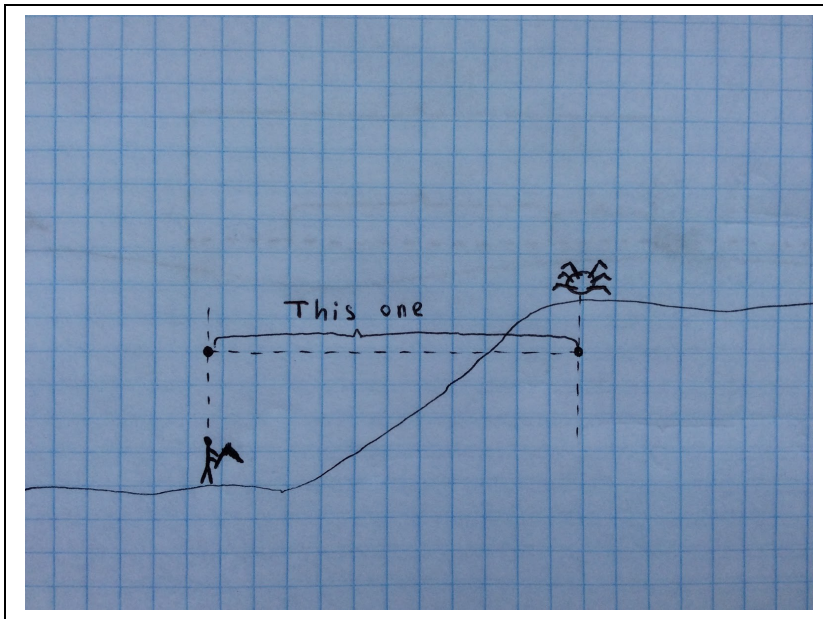
- When a player is outside Radius A - Spider stands still or patrols (depending on the set behavior).

- If a player is inside Radius A (but not inside Radius B and Radius C), Spider shortens the distance between himself and a player trying to make a player to be inside Radius B.

- If a player is inside Radius B (but not inside Radius C), Spider stops moving and uses the the "Web launc" skill again and again.

- If a player is inside Radius C, Spider stops using the "Web Launch" skill, tries to get maximum closely to a player and then delivers Base Attacks (base_damage and horizontal hit radius parameters are used for it).
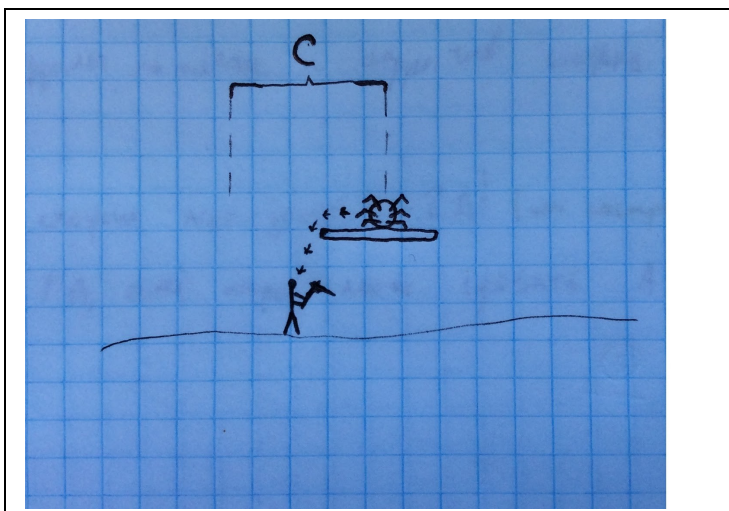
Distance calculation rule

To calculate the distance between Spider and the character it is necessary to take into account the distance on the X-axis between the lines which are generated by the objects on the Y-axis.
For instance, to define which radius the character is situated in the length of the segment on the following image is to be considered.
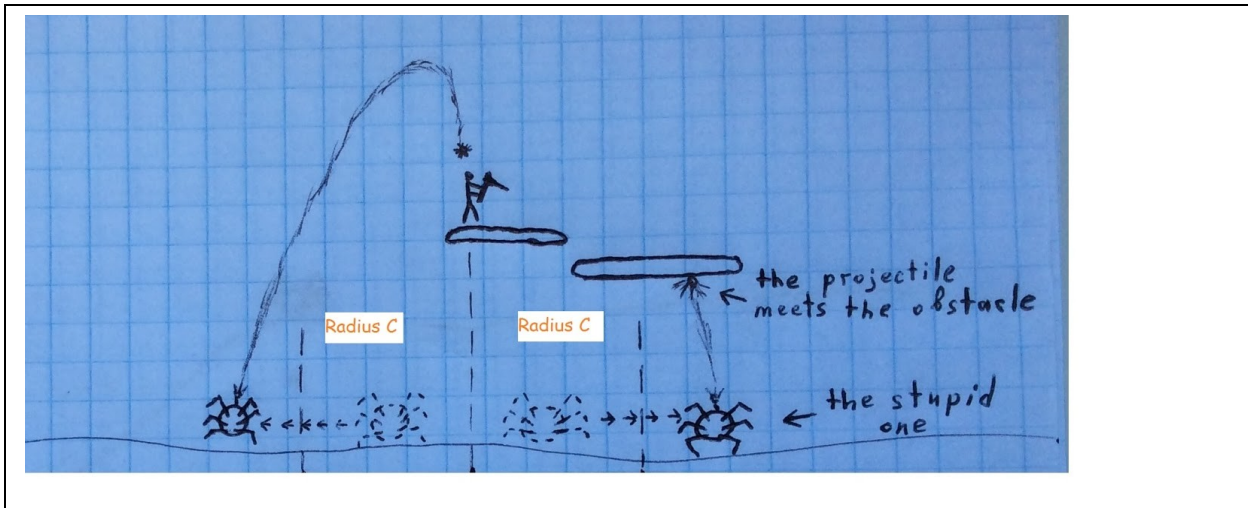
Special behavior cases

- If a player is inside Radius C, but he stands on another platform which is on the Y-axis below than the Spider's position - then Spider slowly comes towards the player, trying to take his stand above the player. If there is an opportunity to fall down from an edge - Spider will fall down and if the player is in the melee hit radius - Spider will deliver a Base Attack in the air. Then Spider stands on the same landscape level the player stands on, for that reason Spider starts to behave according to his behavior rules.

- If a player is inside Radius C, but he stands on another platform which is on the Y-axis above than the Spider's position - then Spider tries to extend the distance between himself and a player trying to get a player inside Radius B. After that Spider acts according to his behavior and uses skill (even if his projectiles meet obstacles; 0 Damage to a player and the whole thing looks pretty funny ("haha, stupid spider", - a player will think)).

Parameters

- Aggro radius (Radius A)

- Radius of the "Web Launch" skill activity (Radius B). Can't be longer than Radius A.

- Base Attack radius (Radius C). Can't be longer than Radius B.

The "Web Launch" skill

It is necessary to give Spider an ability to aim at a player's character and launch arc projectiles which land at the spot where the character was at the very launching moment. (Projectile Speed, Projectile Initial Angle and Applied Force parameters are used for it). A projectile interacts with any obstacles. A stringent condition - Spider can use the skill only if the character is inside Radius B (not inside Radius C at that).

Also we must have an opportunity to adjust the following parameters of the skill:

- The skill's Cooldown time;
- Slope Trajectory. A point which assigns the maximum height of projectile's flight trajectory.

If the "Web Launch" projectile has hit the player:

- the skill deals some damage (Damage parameter is used);
- the skill hangs a debuff for a certain time period (in seconds; we need the Debuff time parameter) - the

skill decreases the character's moving speed and increases all of his incoming damage on the X% (we need the Increased_IncDamage parameter). So the duration of debuff and the value of X must be adjustable.

Animations

- Idle - stands still, doesn't act.

- Moving - moves with not a high speed.

- Base Attack - hits the character using extremities;

- The "Web Launch" skill - special animation of launching an arc projectile.

- The "Web Launch" skill cooldown - Spider replenishes his web before launching the next arc projectile.

- Incoming damage - Spider has taken non lethal damage.

- Under the effect of control - Spider was debuffed and has shrinked then (stun, immobilization and so forth).

- Death - Spider has died.